

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously presented) A method for augmenting an audio signal comprising acts of:

receiving an audio signal  
extracting features from said audio signal,  
generating a time ordered table of dramatic parameters  
according to the extracted features,

obtaining media fragments at least in part in dependence on the table of dramatic parameters, wherein the media fragments are not audio media fragments and wherein the media fragments are unrelated to the audio signal prior to the obtaining act, and

outputting said media fragments.

2. (Previously presented) The method according to claim 1, wherein said features extracted from said audio signal include one or more of tempo, key, volume.

3. (Previously presented) The method according to claim 1, wherein the generation of said table of dramatic parameters comprises retrieving a list of dramatic parameters and associated audio features, comparing and matching the extracted features with the retrieved associated audio features, and inserting an entry comprising the dramatic parameter associated with the audio feature.
4. (Previously presented) The method according to claim 1, wherein said dramatic parameters include mood, changes of pace, incidents.
5. (Previously presented) The method according to claim 1, wherein said obtaining said media fragments comprises selecting a fragment from a store, said fragment being stored with an associated dramatic parameter which matches the respective entry in the table of dramatic parameters.
6. (Previously presented) The method according to claim 1, wherein said obtaining said media fragments comprises generating a fragment.

7. (Previously presented) The method according to claim 5, and further comprising receiving user input, said user input affecting said obtaining.

8. (Previously presented) The method according to claim 1, wherein said media fragments include video data.

9. (Previously presented) The method according to claim 1, wherein said outputting comprises storing said media fragments and said audio signal.

10. (Previously presented) The method according to claim 1, wherein said outputting comprises rendering said media fragments and said audio signal.

11. (Previously presented) The method according to claim 1, and further comprising, prior to obtaining said media fragments, selecting a story template at least in part in dependence on said table of dramatic parameters, said story template affecting said obtaining of media fragments.

12. (Previously presented) The method according to claim 11, wherein said story template comprises dramatic parameter data related to a narrative story structure.

13. (Previously presented) The method according to claim 12, wherein the selection of media fragments comprises matching the dramatic parameters of the selected story template with those of the media fragments.

14. (Previously presented) The method according to claim 11, wherein the story template for selection is generated according to logical story structure rules and the dramatic parameter list.

15. (Previously presented) The method according to claim 1, wherein the dramatic parameters are represented by physical mark up language tags.

16. (Previously presented) The method according to claim 1, wherein combinations of extracted features have associated dramatic parameters.

17. (Previously presented) A system for augmenting an audio signal, comprising an input device for receiving an audio signal and processing means for extracting features from said received audio signal, for generating a time ordered table of dramatic parameters associated with said extracted features, for obtaining media fragments at least in part in dependence on said generated table of dramatic parameters, wherein the media fragments are not audio media fragments and wherein the media fragments are unrelated to the audio signal prior to the obtaining act, and at least one output device for outputting said media fragments.

18. (Previously presented) The system according to claim 17, further comprising storage for storing said media fragments.

19. (Previously presented) The system according to claim 17, wherein said at least one output device comprises display means on which said media fragments are displayed.

20. (Previously presented) The system according to claim 17, wherein said at least one output device is responsive to instructions associated with said dramatic parameters.

21. (Previously presented) Program code stored on a computer readable medium which when executed by a processor causes said processor to perform the acts of:

receiving an audio signal  
extracting features from said audio signal,  
generating a time ordered table of dramatic parameters  
according to the extracted features,  
obtaining media fragments at least in part in dependence on  
the table of dramatic parameters, wherein the media fragments are  
not audio media fragments and wherein the media fragments are  
unrelated to the audio signal prior to the obtaining act, and  
outputting said media fragments.

22. (Previously presented) The system of claim 17, comprising a database storing media fragments with associated dramatic parameters.